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ELECTRO BRAIN

SNS-6K-USA

TONY MEOLA'S

Sidekicks™

SOCCER

INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

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Thank you for purchasing Electro Brain Corporation's original Tony Meola's Sidekicks Soccer! The excitement kicks off!

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INTRODUCTION

The roar of the crowd after an incredible bicycle-kicked goal, the thrill of shouldering your way past an opponent, or the sheer fear of your hard-driving competition's feet is your motivation. It's you against the rest of the world, choosing from 32 City or 32 World soccer Teams. Are you up to the challenge?

You might be if you use your head (but not your hands).

Do you have the strength, speed and the skill to rise to World Champion? Let's find out.

STARTING THE GAME

Insert your "Tony Meola's Sidekicks Soccer™ game pak into your Super Nintendo Entertainment System. Make sure the power is on. After the title screen appears a demonstration mode of a soccer game will begin. If you are ready to begin, press the Start-button. The screen before you now is the Game Selection screen.

This screen allows you to decide whether you want to play in the Exhibition, Season or Tournament modes of play. Passwords for continuing play may be entered here as well.

HOW TO PLAY

If you have chosen the Exhibition or Season mode, you will enter the Player Selection screen. If you are in the Tournament mode, you will see the Title Selection screen (to be described later).

You will now select either head-to-head, player vs. computer, or computer vs. computer play. Note the flashing ring around the box. When you have decided which mode you want to play use the control pad to move the ring to the desired mode and press the A-button. You will now enter the Level Selection screen. Note: if you wish to return to a previous menu screen press the B-button.

HOW TO PLAY

This screen allows you to decide whether you want to play World or City competition. Both the World and City modes have 32 teams to select from but World Competition is the most challenging. When you have made your decision, press the A-button. You will now enter the Regional Selection screen and select from four regions ranging from Eastern and Western U.S. to European City Clubs.

WORLD/CITY MODE

You will now decide on the city you wish to control. Use the control pad to scroll your selections up or down. Once you have decided, press the A-button. You must now do the same for either your human or computer opponent.

In the World Mode you will select the country your player will represent. As with the City Club Mode, you must use the control pad to scroll through the countries and press the A-button when you decide.

Once the cities or countries of the teams have been decided, you move to the Match Parameters Screen.

This screen allows you to decide upon the Match length, speed and difficulty. Using the control pad, move the flashing ring to the parameter you wish to change. On the bottom level is your speed selection. This feature determines how fast the ball and the players move on the field, the turtle being the slowest

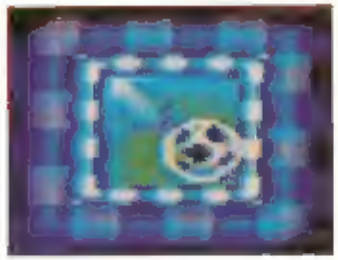
HOW TO PLAY

and the cheetah, the fastest mode of play. Above the speed selection is the match-length selection represented by an hour-glass with a number on it. The numbers are the minutes that each match will last. Above the match-length selection icon is the difficulty selection icon. This mode, represented by varying sizes (and strengths) of legs, allows you to handicap either yourself or your opponent by weakening the strength, skill and speed of either team. Once you have made all your decisions, press the A-button. You will now enter the Coaching Screen.

The Coaching Screen allows you to decide the types of corner and direct kicks a player will use, your field formation, as well as the starting line-up. You may enter the Coaching Screen and change any of these at any time during play by pressing the Select button.

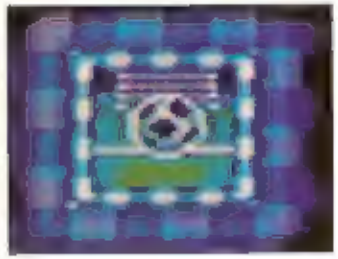
COACHING MODE

CORNER KICKS



Corner kicks are given when a team kicks the ball behind its own goal line. There are three types of corner kicks. The near-post, the far-post and the short corner kicks. The near-post corner will shoot the ball toward the near corner of the goal, the far-post corner will shoot the ball harder, toward the far corner and the short corner will shoot the ball toward a team-mate in front of the goal.

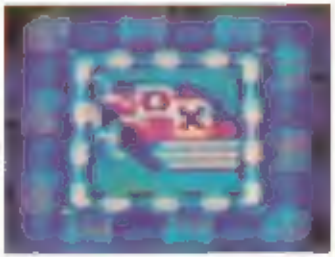
DIRECT KICKS



Direct kicks are penalty kicks given for fouls (such as tripping). There are three types of direct kicks to choose from: the banana kick, the loft and the pass. The banana kick lobs the ball in a curving arc over your opponents, the loft lobs the ball directly over your opponents and the pass directs the ball toward a team mate.

HOW TO PLAY

TEAM FORMATION



This mode of the Coaching Screen allows you to determine the layout of the players on the field.

The different layouts are:

COACHING MODE

The first number represents the number of defenders in your formation, the second the number of midfielders and the third, the attackers (you always have one goalie). For example, the 3-5-2 formation would give you a field formation with three defenders, five midfielders and two attackers. Each formation has its advantages, the 4-4-2 gives the player a crack defense in critical scoring situations while the 4-3-3 is a juggernaut offense.

TEAM PLAYERS

This mode presents a roster of all 16 players on your team, their position (defender, midfielder, goalie or attacker, indicated by a D, M, A, or G), as well as a list of which players are on the field (those listed in the top box) and which players are on the bench (those listed in the bottom box). Each player has his own personal strength, speed and skill ratings. To check the ability of each of your players move the flashing ring left with the control pad. Note the icons that appear in the top right corner.

The top icon represents the player's speed, the middle icon his strength and the bottom icon represents his skill. The player's speed is rated at turtle, horse, and cheetah speed. Turtle speed is the slowest.

HOW TO PLAY

Note: Although turtle speed is the slowest and cheetah speed is the highest, some players in the turtle speed are worse than others and some in the cheetah speed are better. This applies to the strength and the skill of players as well. Test some of the players and find out who is best.

The middle icons represent the player's strength. The player's strength is rated as a handgun, a rifle, or a cannon (in which case the player's legs can launch the ball to Mars).

The bottom icons, represented by graph bars and a picture of the athlete performing a maneuver, indicate a player's skill When the high graph bar is highlighted, the player is skillful and when the short graph bar is highlighted, the player is less so. These icons represent how accurately he passes and how effectively he can perform the devastating bicycle kicks. Only the most skilled players are capable of this maneuver.

To move a player from the bench onto the field, press the A-button on the player you wish to remove from the field. You may now move your arrow selector into the bottom box. When you have found the player you want on the field, press the A-button again and the players will be switched.

SEASON PLAY MODE

In the Season Play mode, the selection process is the same as the Exhibition mode except that, in the one-player mode, you do not need to select teams for both players. Once you have exited the Player Selection Screen you will see a ratings chart.

This chart shows you League's standings: games played, wins, losses, draws, and points earned. You will play 14 weeks (14 games) against each team, both home and away, and at the end of the season the top two teams play for the League Championship. If you are good enough to win the League Championship you move on to play the top teams (in 3 rounds) for the Club Championship.

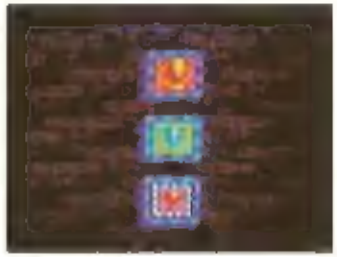
HOW TO PLAY

At the end of the Season, you are given the option to save your game (indicated by the password icon shown here:

Record your password if you wish to stop now. When you wish to return to your game choose the password icon at the beginning of the game and enter your code.

THE TOURNAMENT

The tournament may be played at three levels, the World level (Gold Cup), Club Champions level (Silver Cup), or the City Club level (Bronze Cup).



Teams are once again divided into regions with each team playing the other teams in the region and the top two teams advancing into a series of single elimination matches against the other world or city teams. Between each match in the tournament you are given the option to save your game. If you wish to do so, follow the procedure described in the Season mode.

Tournament competition is fierce. Each team wants the title as much as the other. Still, a player's skill tells all and, in the end, your point score is the true measure of how good you really are. There are two ways to increase your point score. The first is to play a more difficult level (World level as opposed to City Club level). The second is to take control of a lower ranked team. Almost anyone can win with the number one ranked team. Do you think you can ever be good enough to take the last ranked team to the top? Who knows?

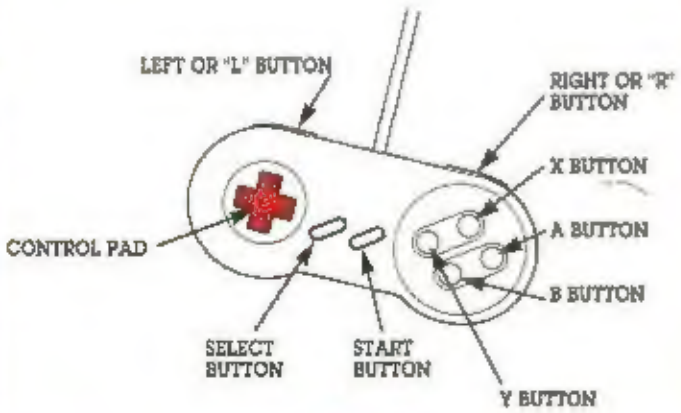
HOW TO PLAY

The controls have different functions for both offense and defense.

The control pad moves the *white* highlighted player for offense and defense. The rest of the buttons function as follows:

OFFENSIVE CONTROLS (used when your team has possession of the ball):

A — Pass to a highlighted player
B — Shoot
X — Field kick
Y — Centering kick
L & R — Curves all shots but the pass either to the left or the right.



THE TOURNAMENT

THE PASS—pressing the A-button when your team has possession of the ball will pass the ball to a team mate marked by a colored diamond above his head. A green diamond indicates likely success, yellow indicates risk and red indicates extreme risk. The computer automatically chooses the closest teammate in "front" of the direction your (white highlighted) player is facing. The diamond's color will change as the danger in the passing lane changes.

THE FIELD KICK—pressing the X-button activates the field kick. The field kick is a hard, high and less accurate kick used to move the ball long distances and take the ball quickly down field.

CENTERING KICK—pressing the Y-button activates the centering kick. The centering kick is used to position the ball in front of the goal and to set the ball up for headers or bicycle-kicks into the goal.

SHOOTING—pressing the B-button will shoot the ball toward the goal. The control pad controls the direction that the ball will head toward the goal (straight, high, low, left or right).

DEFENSIVE CONTROLS (used when your opponent has possession of the ball):

A—Switch to closest defensive player
B—Attempt a tackle

THE TOURNAMENT

SWITCHING PLAYERS—Pressing the A button switches the defender that the player controls to the player in the closest defensive position against the opposition.

TACKLING—Tackling is usually a last resort for defenders to stop the offensive movement of the ball, and is activated by pressing the B-button. The possible results of the tackle are: no effect, ball knocked loose, ball knocked loose and offensive player knocked down, ball not knocked loose and offensive player knocked down (a foul), and ball not knocked loose and offensive player injured (bad foul). Once again, tackling is risky. If you miss, it is hard to regain your defensive position. Even if you succeed the chance of fouling your opponent and giving him a penalty (direct) kick is high.

TEAM RATINGS

The team ratings are divided into World Champion and City Club ratings and are determined by the total skill of an entire team (team with players of the highest skill, strength and speed is the best while the team with the least skilled team is last). Keep in mind that choosing to control a less skilled team increases your point scores at the end of seasons and tournaments.

WORLD TEAMS:
(From most to least skilled)

1. Brazil
2. Germany
3. USA
4. Italy
5. Argentina
6. Switzerland
7. England
8. Scotland
9. Spain
10. Denmark
11. Mexico
12. Belgium
13. Ireland
14. Pakistan
15. Greece
16. Austria
17. Poland
18. Peru
19. Sweden
20. Australia
21. Norway
22. Nicaragua
23. Cameroon
24. Netherlands
25. Canada
26. Russia
27. Romania
28. Finland
29. Japan
30. China
31. Nigeria
32. France

TEAM RATINGS

CITY CLUB TEAMS:

1. Milan
2. Salt Lake
3. Boston
4. Marseille
5. Los Angeles
6. Atlanta
7. Miami
8. Chicago
9. Mexico City
10. New York
11. Liverpool
12. Manchester
13. Pittsburgh
14. Glasgow
15. Havana
16. Frankfurt
17. Seattle
18. Toronto
19. St. Louis
20. Orlando
21. Dallas
22. Veracruz
23. Madrid
24. Rome
25. Houston
26. Cincinnati
27. New Orleans
28. Washington
29. Minneapolis
30. Detroit
31. Phoenix
32. San Francisco

HELPFUL HINTS

While, ultimately, it is up to you to become good enough to take your team to the World Championship, here are a few pointers:

1 — Pass the ball (when it is safe) from one side of the field to the other, since defenders on the other team often move toward the side of the field with the ball.

2 — Avoid tackling, except as a last resort.

3 — Play with less skilled teams to increase your point score.

4 — Experiment with some of your more skilled players (Those with a cheetah for speed, a cannon for strength and a high graph bar for accuracy) to find out who is actually the best.

5 — When you get in trouble try to pass the ball to the sidelines. The sidelines are safer than the middle of the field because you can only be attacked from three directions instead of four.

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COMING ATTRACTIONS

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COMING ATTRACTIONS

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Each fighter uses his own authentic style with seven power-packed punches and three pulverizing super-punches in their arsenals. The time to wage war has arrived! Throw uppercuts, right or left crosses and devastating body blows! Bob and weave, clinch and block. Analyze the end of the round stats to enhance your performance.

Select from any of these eight legendary fighters or create your own legend. Hone your fighting skills to annihilate your opponents in any of three modes of game play. Select the Exhibition or Career Modes to master the art of boxing. If you earn legendary status you will enter the Battle of the Legends Mode, allowing up to eight-person simultaneous play against authentic or custom designed Boxing Legends of the Ring!

Do you have what it takes to become a Boxing Legend of the Ring? Accept the challenge, in the end you'll be more than a champion, you'll be a legend! Special Password feature included! Available for the Super Nintendo Entertainment System.

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